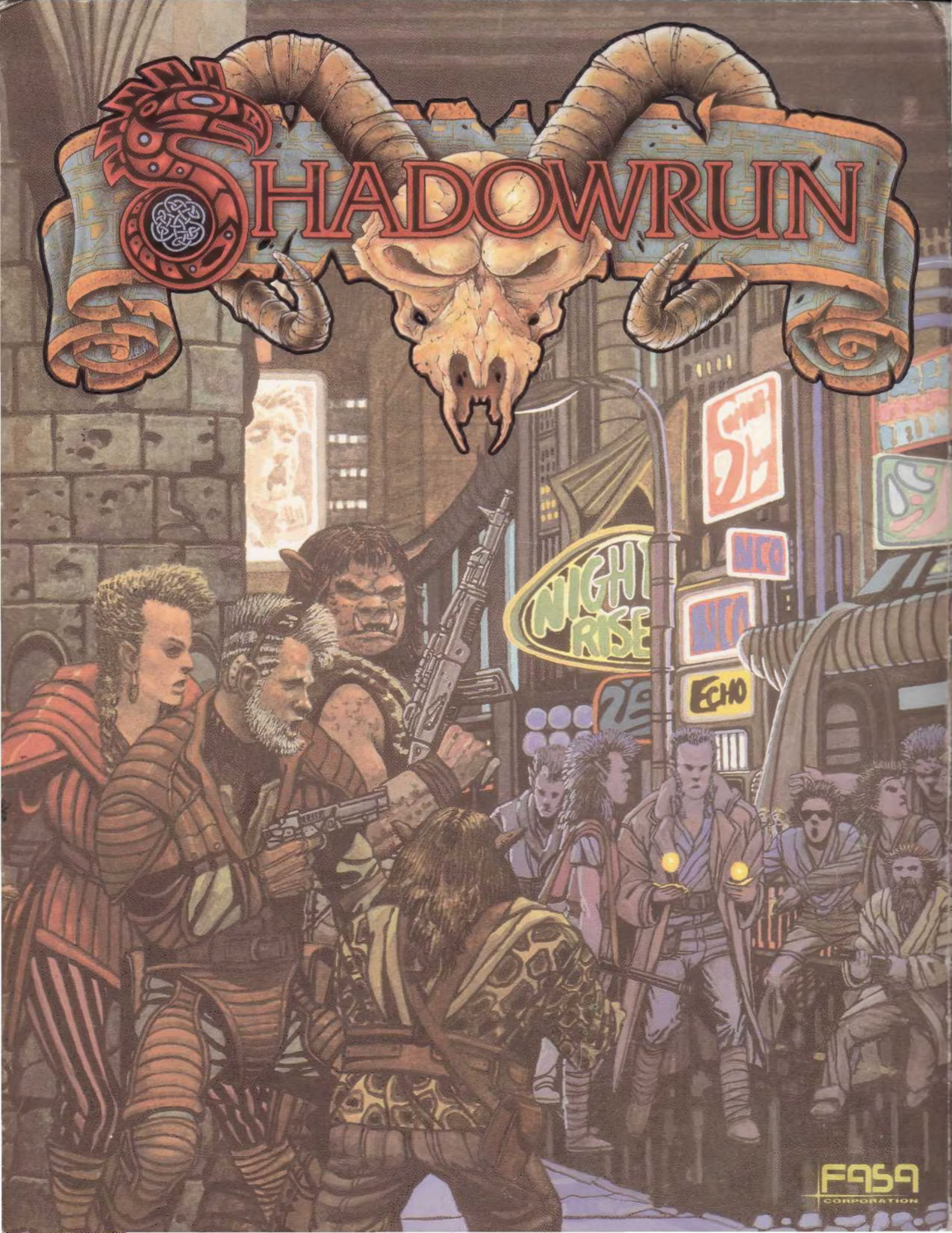

SHADOWRUN
NIGHT RISE
ECHO
FASA
CORPORATION

TONIGH

RACISM TABLE

Dice Result	Racial Bias
1	All, except own race
2	Humans
3	Elves
4	Dwarfs
5	Orks
6	Trolls

SOCIAL SKILL TABLE

Situation	Target Modifier
With respect to the character, the NPC is:	
Friendly	–2
Neutral	+0
Hostile	+4
An enemy	+6
Suspicious	+2
Player's desired result is:	
Advantageous to NPC	–2
Of no value to NPC	+0
Annoying to NPC	+2
Harmful to NPC	+4
Disastrous to NPC	+6

VEHICLE OPERATION TABLE

Situation	Modifier
Complex controls	+1
Unfamiliar vehicle	
Non-stressful situation	+1
Stressful situation	+3
Large vehicle of type	+2
Very large vehicle of type	+3
Bad conditions	+2
Terrible conditions	+4
Rigger in control	–(VCR Level x 2)

INJURY MODIFIERS TABLE

Physical or Stun Damage Level	Target Number	Initiative Total
None	—	—
Light	+1	–1
Moderate	+2	–2
Serious	+3	–3
Deadly	Unconscious	

SURPRISE TEST

Dice: Reaction
Target Number: 4 (modified)
Note: All characters make a Surprise Test. Compare net successes. Character must generate more successes than opponent in order to react to or act against that opponent.

WEAPON RANGE TABLE

Base Target Number	4	5	6	9
WEAPON		(Range in Meters)		
Firearms	**Short**	**Medium**	**Long**	**Extreme**
Hold-out Pistol	0 – 5	6 – 15	16 – 30	31 – 50
Light Pistol	0 – 5	6 – 15	16 – 30	31 – 50
Heavy Pistol	0 – 5	6 – 20	21 – 40	41 – 60
Submachine Gun	0 – 10	11 – 40	41 – 80	81 – 150
Taser	0 – 5	6 – 10	11 – 12	13 – 15
Shotgun	0 – 10	11 – 20	21 – 50	51 – 100
Sporting Rifle	0 – 30	31 – 60	61 – 150	151 – 300
Sniper Rifle	0 – 40	41 – 80	81 – 200	201 – 400
Assault Rifle	0 – 15	16 – 40	41 – 100	101 – 250
Light Machine Gun	0 – 20	21 – 40	41 – 80	81 – 150
Heavy Weapons				
Medium Machine Gun	0 – 40	41 – 150	151 – 300	301 – 500
Heavy Machine Gun	0 – 40	41 – 150	151 – 400	401 – 800
Assault Cannon	0 – 50	51 – 150	151 – 450	451 – 1,300
Grenade Launcher	5 – 50*	51 – 100	101 – 150	151 – 300
Missile Launcher	20 – 70*	71 – 150	151 – 450	451 – 1,500
Impact Projectiles				
Bow	0 – Str	to Str x 10	to Str x 30	to Str x 60
Light Crossbow	0 – Str x 2	to Str x 8	to Str x 20	to Str x 40
Medium Crossbow	0 – Str x 3	to Str x 12	to Str x 30	to Str x 50
Heavy Crossbow	0 – Str x 5	to Str x 15	to Str x 40	to Str x 60
Thrown Knife	0 – Str	to Str x 2	to Str x 3	to Str x 5
Shuriken	0 – Str	to Str x 2	to Str x 5	to Str x 7
Grenades				
Standard (1D6 meters Scatter)	0 – Str x 3	to Str x 5	to Str x 10	to Str x 20
Aerodynamic (2D6 meters Scatter)	0 – Str x 3	to Str x 5	to Str x 20	to Str x 30
Launched (3D6 meters Scatter)	5 – 50*	51 – 100	101 – 150	151 – 300

*Minimum Range Requirement

PERCEPTION SUCCESS TABLE

Successes	Resulting Perception
1	That something is there, but little else.
2	Something is definitely there, and the perceiver suspects the kind of thing it is.
3	The perceiver knows what kind of thing it is, and suspects its exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

VISIBILITY TABLE

Condition	Type Of Vision: Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+4	+2/0	+4/+2
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	As smoke	As smoke	As Normal

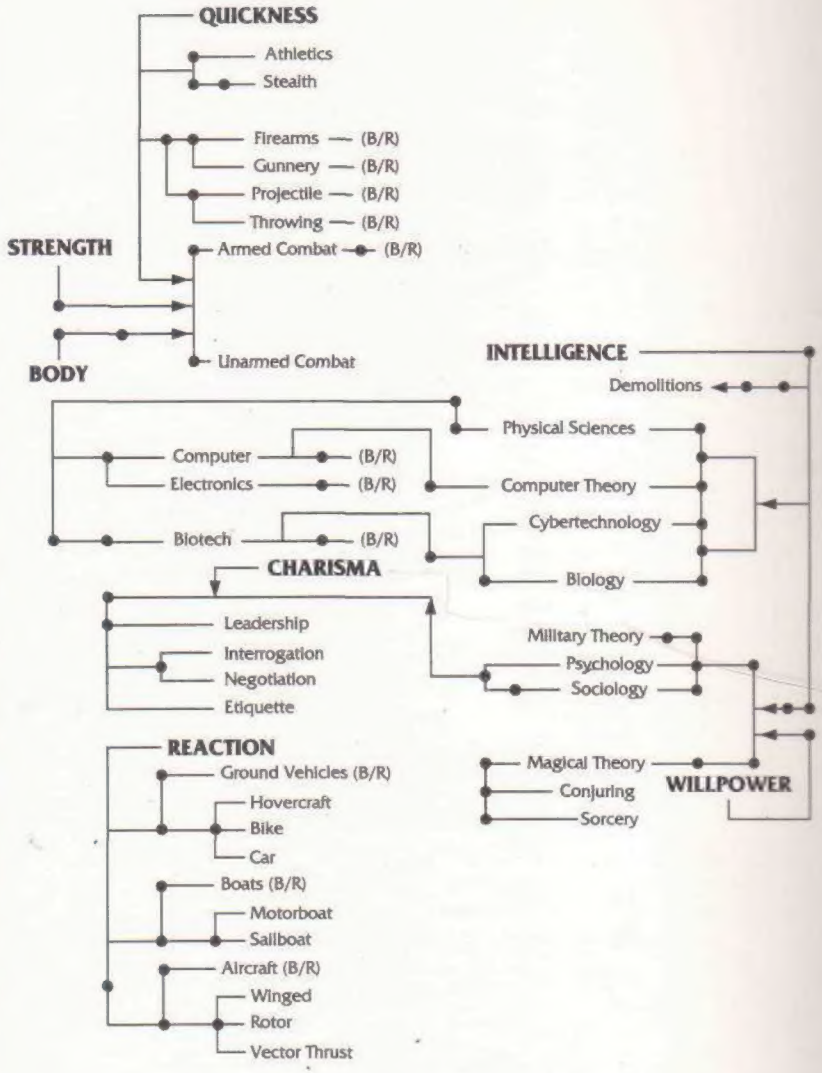
LANGUAGE SKILLS TABLE

Situation	Target Number
Speaking dialect (variation of a particular language)	+2
Universal concept (hunger, fear, bodily functions)	2
Basic conversation (concerns of daily life)	4
Complex subject (special/ limited interest topics)	6
Intricate subject (special/ limited interest topics)	9
Obscure subject (deeply technical/rare knowledge)	11

SITUATIONAL MODIFIERS TABLE

SITUATION	MODIFIER
Ranged Combat	
Recoil, semi-automatic	+1 for second shot that Combat Phase
Recoil, burst-fire	+3 per burst that Combat Phase
Recoil, full-auto	+1 per previous round fired that Combat Phase
Recoil, heavy weapon	2 x uncompensated recoil
Blind Fire	+8
Partial Cover	+4
Visibility Impaired	See **Visibility Table**
Multiple Targets	+2 per additional target that Combat Phase
Target Running	+2
Target Stationary	–1
Attacker in Melee Combat	+2 per opponent
Attacker Running	+4
Attacker Running (difficult ground)	+6
Attacker Walking	+1
Attacker Walking (difficult ground)	+2
Attacker is Wounded	See **Injury Modifiers**
Smartlink (with smartgun)	–2
Smart Goggles (with smartgun)	–1
Laser Sight	–1
Using a Second Firearm	+2
Aimed Shot	–1 per Simple Action
Image Magnification	Special
Recoil Compensation	Reduces recoil modifier
Gyro-stabilization	Reduces recoil or movement modifier
Melee Combat	
Character has friends in the melee	–1 per friend (max –4)
Opponent has friends in the melee	+1 per friend (max +4)
Visibility Impaired	See **Visibility Table**
Character is wounded	See Injury Modifiers
Character's weapon has longer reach	–1 per point longer
Character's weapon has inferior reach	+1 per point shorter
Character is attacking multiple targets	+2 per target
Character has superior position	–1
Opponent is prone	–2

SKILL WEB



BARRIER RATING TABLE

Material	Rating
Standard Glass	2
Cheap Material/Regular Tires	3
Average Material/Ballistic Glass	4
Heavy Material	6
Reinforced/Armored Glass	8
Structural Material	12
Heavy Structural Material	16
Armored/Reinforced Material	24
Hardened Material	32

BUILD/REPAIR TABLE

Situation	Target Number
Working Conditions:	
Bad	+2
Terrible	+4
Superior	–1
Tools are:	
Unavailable	Usually not allowed
Inadequate	+2
Reference material available	0
Working from memory	+(5 – Intelligence)

BARRIER EFFECT TABLE

Comparison	Effect
Power is less than 1/2 the adjusted Barrier Rating	No effect, barrier holds. (Minor cosmetic damage.)
Power is equal to or greater than 1/2 the adjusted Barrier Rating, up to the Rating	Barrier damaged, reduce Barrier Rating by 1.
Power is greater than the adjusted Barrier Rating	For every increment equal to half the Barrier Rating that the Power exceeds that rating, a one-half meter hole is opened and the Barrier Rating is reduced by 1.

COMBAT TURN SEQUENCE

All Dice Pools Refresh (First Combat Turn Only)

1. **Determine Initiative** (Reaction + Initiative Dice)
2. **Characters Take Actions** (Descending Initiative Totals)
   - **A. Character's Dice Pools Refresh**
   - **B. Character's Actions Declared**
   - **C. Character's Actions Resolved** (Next Action in 10 Combat Phases)
   - **D. Declare and Resolve Actions of Remaining Characters**
3. **Begin New Combat Turn** (Go to Step 1)

VEHICLE COMBAT TURN SEQUENCE

(Use normal Combat Turn Sequence, with the following adjustments.)

1. **Determine Initiative** (Resolve A and B below for riggers before normal Initiative.)
   - **A. Allocate Control Pool Dice**
   - **B. Make Position Test** (Vehicle skill, plus Control Pool dice against Target Number of vehicle's Handling, modified by terrain.)
2. **Resolve Actions**
3. **Begin New Combat Turn**
   - **A. Make Escape Test** (Before beginning new Combat Turn, resolve an Escape Test.)

SAMPLE WEAPON DAMAGE CODES

Weapon	Damage Code
Hold-out Pistol	4L
Light Pistol	6L
Heavy Pistol	9M
Submachine Gun	7M
Assault Rifle	8M
Shotgun	8S or 10S
Bow	(Str + 2)M
Thrown Knife/Shuriken	(Str)L
Katana	(Str + 3)M
Knife	(Str)L
Sword	(Str + 2)M
Club	(Str + 1)M Stun
Hand Razors/Spurs	(Str)L/(Str)M
Fist/Unarmed	(Str)M Stun
Offensive Grenade	10S (Blast –1/meter)
Defensive Grenade	10S (Blast –1/half-meter)
Concussion Grenade	12M Stun (Blast –1/meter)

KNOWLEDGE SKILL TABLE

Situation	Target Number
Character is seeking:	
General knowledge	3
Detailed knowledge	5
Intricate knowledge	8
Obscure knowledge	12

Number of Successes	Result
1	General knowledge, no details
2	Detailed information, with some minor points inaccurate
3	Detailed information, with some minor points obscure or missing
4	Detailed and accurate information

MELEE COMBAT PROCEDURE

1. **Make Attacker's Test** (Combat Skill + Combat Pool against Target Number 4)
2. **Make Defender's Test** (Combat Skill + Combat Pool against Target Number 4)
3. **Compare the Successes** (Higher net successes does damage, tie goes to the attacker)
4. **Determine Damage** (Winner does damage per net successes)
5. **Resist Damage** (Body dice against weapon-modified Strength, minus Impact Armor)

RANGED COMBAT PROCEDURE

1. **Determine Range** (Consult Weapon Range Table for Base Target Number)
2. **Apply Situational Target Modifiers** (Consult Situational Modifiers Table)
3. **Resolve Attacker's Success Test** (Combat Skill + Combat Pool dice against Modified Target Number)
4. **Resolve Target's Damage Resistance Test** (Body + Combat Pool dice against Target Number of Weapon Power Rating, minus appropriate Armor)
5. **Determine Result** (Use net successes to stage weapon)
6. **Apply Damage**

PERCEPTION TEST TABLE

Situation	Modifier
Perceiver is distracted	+2
Sight	
Very small object	+6
Object partially hidden	+2
Object brightly colored	–2
Action very obvious	–4
Action not obvious	+4
Visibility modifiers	See **Visibility Table**
Sound	
Single gunshot	–2
Silenced single gunshot	0
Burst fire	–4
Sound-suppressed burst fire	–2
Full autofire	–6
Sound-suppressed autofire	–4
Grenade blast	–8
A person's yell	–2
Sound is rooms away	+2
Sound is on same floor	+4
Sound is floors away	+6
Perceiver has active sound enhancements	Rating, or –2
Smell	
Odor obvious	–4
Other odors present	+2
Touch	
Temperature extreme (hot or cold)	–4
Perceiver wearing gloves	+2
Taste	
Taste obvious	–4
Perceiver has a cold	+2

See Perception Success Table on left hand panel.

SHADOWRUN SECOND EDITION 7902

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ICE PROGRAM TABLE

WHITE IC

2D6 Roll	IC Type
2	Trapped IC*
3–7	Access
8–11	Barrier/Scramble**
12	Trapped IC*

*Trapped IC: Gray IC is hidden in the white IC. Roll 1D6 + 4 on the White IC part of the table to see what the obvious IC is. Then roll on the Gray IC part of the table for the hidden IC.
**Use scramble IC only in a datastore. Use barrier IC in any node (including a datastore.)

GRAY IC

2D6 Roll	IC Type
2–4	Blaster
5–6	Trace
7–8	Killer
9–11	Tar Baby
12	Tar Pit

SECURITY CODE TABLE

Security Level	IC Initiative	Success to Beat
Blue	Not Applicable	1
Green	5 + System Rating	2
Orange	7 + System Rating	3
Red	9 + System Rating	4

NODE GENERATION TABLE

	Current Node		
1D6 Roll	CPU	SPU	Datastore
1	SPU	CPU	CPU
2	SPU	SPU	CPU
3	SPU	Datastore	SPU
4	Datastore	Datastore	SPU
5	Datastore	*	SPU
6	*	*	Datastore

*Add a line to a dead-end node: an SN, I/OP, or SAN. Stay in the current node for the next roll.

MATRIX COMBAT PROCEDURE

1. **Decker Declares Range** (Observation, Sensor, or Contact)
2. **Sensor Range**
   - **A. Make Execution Test**
     - **•Program Success Test** (Program Rating dice + Hacking Pool dice against the node's System Rating. Must beat Security Code Threshold.)
     - **•Node's Resistance Test** (System Rating dice against the persona's Evasion Rating.)
     - **•Compare Successes.**
   - **B. Run Sensor Utility** (Program's Rating dice + Hacking Pool dice, against the IC's Rating. Must beat node's Security Code Threshold.)
   - **C. IC Resistance Test** (IC's Rating dice against the persona's Evasion Rating.)
   - **D. Determine Result.** (Compare successes, apply result.)
3. **Contact Range**
   - **A. Execute Masking Utility** (Use special Masking Execution rules, page 176,SR 2.)
   - **B. Use Combat Utility**
     - **•Conduct Attack** (Program Rating +Hacking Pool dice if a program, or IC Rating if IC, against the node's System Rating (if IC) or Bod (if persona).)
     - **•Resolve Resistance Test** (IC rating dice (if IC) or MPCP dice (if persona), plus Hacking Pool dice, against the decker's Computer skill (if persona) or System Rating of the node (if IC.)
     - **•Determine Effect** (Compare successes, remembering that persona must overcome a node's Security Code Threshold.)

DATA VALUE TABLE

	Value per 10 Mp of Data		
2D6 Roll	Green	Orange	Red
2	0	0	0
3–4	500¥	1,000¥	2,500¥
5–7	1,000¥	2,500¥	5,000¥
8–10	5,000¥	10,000¥	50,000¥
11	10,000¥	50,000¥	100,000¥
12	0	0	0

IC INSTALLATION TABLE

Security Code	White IC	Gray IC	Black IC
Green	2–8	9–11	12
Orange	2–7	8–10	11–12
Red	2–6	7–10	11–12

ELEMENTAL & NATURE SPIRIT TABLES

ELEMENTAL TABLE

Name	B	Q	S	C	I	W	E	R
Air	F – 2	(F + 3) x 4	F – 3	F	F	F	(F)A	F + 2
Attacks: As Powers								
Powers: Engulf, Manifestation, Movement, Noxious Breath, Psychokinesis								
Weaknesses: Confinement, Vulnerability (Earth)								
Earth	F + 4	(F – 2) x 2	F + 4	F	F	F	(F)A	F – 2
Attacks: (F)S as Unarmed Combat (Reaction); +1 Reach								
Powers: Engulf, Manifestation, Movement								
Weaknesses: Vulnerability (Air)								
Fire	F + 1	(F + 2) x 3	F – 2	F	F	F	(F)A	F + 1
Attacks: (F)M as Ranged Combat (Reaction); Range = Force x 2 meters								
Powers: Engulf, Flame Aura, Flame Projection, Guard, Manifestation, Movement								
Weaknesses: Vulnerability (Water)								
Water	F + 12	F x 2	F	F	F	F	(F)A	F – 1
Attacks: (F)S Stun as Unarmed Combat (Force)								
Powers: Engulf, Manifestation, Movement								
Weaknesses: Vulnerability (Fire)								

NATURE SPIRIT TABLE

Type	B	Q	S	C	I	W	E	R
—Of Man	F + 1	(F + 2) x 3	F – 2	F	F	F	(F)A	F + 1
City Spirit								
Powers: Accident, Alienation, Concealment, Confusion, Fear, Guard, Search								
Hearth Spirit								
Powers: Accident, Alienation, Concealment, Confusion, Guard, Search								
Field Spirit								
Powers: Accident, Concealment, Guard, Search								
—Of the Land	F + 4	(F – 2) x 2	F + 4	F	F	F	(F)A	F – 2
Desert Spirit								
Powers: Concealment, Guard, Movement, Search								
Forest Spirit								
Powers: Accident, Concealment, Confusion, Fear, Guard								
Mountain Spirit								
Powers: Accident, Concealment, Guard, Movement, Search								
Prairie Spirit								
Powers: Accident, Alienation, Concealment, Guard, Movement, Search								
—Of the Sky	F – 2	(F + 3) x 4	F – 3	F	F	F	(F)A	F + 2
Mist Spirit								
Powers: Accident, Concealment, Confusion, Guard, Movement								
Storm Spirit								
Powers: Concealment, Confusion, Electrical Projection, Fear								
—Of the Waters	F + 2	F x 2	F	F	F	F	(F)A	F – 1
Lake Spirit								
Powers: Accident, Engulf, Fear, Guard, Movement, Search								
River Spirit								
Powers: Accident, Concealment, Engulf, Fear, Guard, Movement, Search								
Sea Spirit								
Powers: Accident, Alienation, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search								
Swamp Spirit								
Powers: Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search								

SPELLCASTING PROCEDURE

1. ***Determine Spell*** *(Spell sets Target Number)*
2. **Determine Target** (Type of target may affect Target Number)
3. **Apply Situational Modifiers** (Cover, visibility, injury, and effects of certain spells)
4. **Make Spell Success Test** (Force dice plus Magic Pool dice against Target Number)
5. **Make Spell Resistance Test** (Body or Willpower dice against Force of spell)
   (If using damaging manipulation spell, make Damage Resistance Test as for Ranged Combat)
6. **Determine Result** (Caster needs more successes than target)
7. **Make Drain Resistance Test** (Willpower dice plus Magic Pool dice against Force of spell)

CONJURING TEST

Dice: Conjuring Skill
Target Number: Force of spirit
Drain: Charisma dice vs. Force of spirit
Note: Elemental Summoning requires hours equal to Force of spirit.

OBJECT RESISTANCE TABLE

Category	Target Number
Natural objects	3
Manufactured low-tech objects/materials	5
Manufactured high-tech objects/materials	8
Highly processed objects	10 or more